Address	Lock bit	High byte		Low byte
QID	0 RmW	Blocks	s to remove	Lock control
QID + 2		===	Block	size (12-bits)
QID + 4	+	Tail of blocks		
QID+6	RmW	Used blocks		Empty blocks
				(/Used Threshold)
QID + 8	1	Type (Single = -1/Element = RID)		
QID + 10	1	Committed Tail Pointer		
QID + 12	1		Committed	Tail Offset(12-bits)
QID + 14	2.	Current Head Pointer		
		or		
		Current Tail Pointer		
QID + 16	2		Curre	nt Head Offset
`				OT
				Tail Offset(12-bits)
QID + 18	2		Committed Head Pointer	
QID + 20	2		Committed Head Offset(12-bits)	
QID + 22	2			Blocks to release

Figure 2